OmegaLite20

A 'lite' conversion of Jonathan Tweet's *Omega World* to Microlite20 by Ed Green

Background

While not a desolate wasteland, the future post-apocalyptic world is a dangerous and untamed wilderness. You come from a small village of a few hundred. You know the area around your village, but little of the world beyond. Your people manage to scrape out a living through meager agriculture and occasional trade with nomads. However, this is not enough of a life for you and your friends.

You've heard stories, myths and legends from the village elders of a Golden Age of the Ancients that ended centuries ago. It was a miraculous age of wonder, destroyed suddenly in horrific fire. Why it ended that way, no one now knows. But some relics yet remain from that distant age, relics of incredible power.

You know what a gun is and generally how it works, but you've never fired one before. You speak a bastardized version of the Ancient language. Other tribes speak their own dialects, but are close enough to your own that you can usually understand them. Reading and writing is currently beyond your ability, but you've heard there are some out there who understand the writings of the Ancients.

Creating Your Explorer

1) Generate stat scores by rolling 4d6, dropping the lowest die and summing the remaining three. Assign to one stat of your choice. Repeat twice more.

The three stats are Strength (STR), Dexterity (DEX) and Mind.

Stat modifier = (STAT-10)/2, round down.

2) Pick a starting race: Pure Human or Mutant.

Pure Humans represent the ideal, unmutated form, and mutants often revere them (or so the pure strains believe). Humans start with two primary skills (see below). They also have an easier time using relics and interacting with ancient technology, such as robots and computers.

Mutants come in various forms: humanoid, insect, reptile, mammal, even plants. All mutants start with +4 in either STR or DEX (player's choice) and -2 in Mind. Further, roll mutations and defects (see Mutations below).

3) Select one primary skill. This skill starts at +3. All other skills start at +1. Your primary skill increases +1 each level. Other skills increase +1 every even numbered level (i.e. 2, 4, 6, etc.).

The skills are:
Physical – Climbing, swimming, smashing stuff, etc.
Subterfuge – Sneaking, hiding, picking locks or pockets, etc.
Knowledge – Area knowledge, history, book learning, etc.
Communication – Negotiation, diplomacy, lying, inspiring, etc.
Survival – Land navigation, tracking, hunting, dowsing, etc.
Tech – Using, repairing and modifying ancient relics

4) There is no currency in the wasteland, so characters start with no money. Instead, select up to 8 items from the following, plus roll 1 random special item (pure humans get 2 random special items):

Standard Gear:
Good Light Melee Weapon
Upgrade Melee Weapon 1 step
Good Thrown Weapon x5
Good Crossbow (w/ 20 quarrels)
Set of Leather Armor
Upgrade Leather Armor to Half-metal Armor
Upgrade Half-metal Armor to Metal Armor
Shield
50 additional quarrels for crossbow
Camping Gear
1 Week Provisions
Tool kit (tools for the Tech skill)
Climbing Gear
Healing Kit (can be used to bind 1d6 HP after each fight)

Special Items:
01-25 = Hybrid Weapon of choice (x5 if Thrown Weapon)
26-45 = Hybrid Armor
46-65 = Trade Goods (equal to a hybrid weapon or mount)
66-80 = Riding Mount (a Hopper or giant beetle)
81-85 = Battle Mount (a Podog or giant lizard)
86-00 = Random working relic

Wpn Type	**Good**	**Hybrid**
Light Melee[1]	1d6	1d8
Medium Melee[1]	1d8	1d10
2-Hand Melee[1]	1d10	2d6
Giant Melee[2]	2d6	2d8
Crossbow[3]	1d8	1d10
Thrown[1]	1d4	1d6

[1] Add STR stat bonus to damage
[2] Can only be used by large sized creatures; double STR damage modifier
[3] Requires 1 round to reload.

Armor Type	AC Bonus
Leather or Hide Armor	+2
Half-metal Armor	+3
Metal Armor	+4
Hybrid Armor	+5
Shield	+1

Encumbrance: Characters may carry a number of items equal to their STR score without being encumbered. Several smaller items can be combined in a bag or pouch as a single item (i.e. 6 grenades, 10 power cells, 10 drugs, etc.). At the GM's discretion larger items may count as two or more items.

Mutations

If you choose to play a mutant, roll mutations and defects on the charts below.

You may continue to roll for mutations until you decide to stop or until the cumulative total value of mutations rolled equals or exceeds 10 points.

You must roll for Defects until the total value of your defects equals or exceeds the total value of your mutations.

Note that mutations generally stack, subject to GM discretion. Stat bonuses that apply to damage or healing powers do not stack (for example, STR bonus for Claws)

Some mutations must be activated to use; these are noted with an (A). Activated mutations drain hit points equal to the mutation's total value (including stacking). For example, a mutation with a total value of 8 would drain 8 hit points each time it is activated. These hit points do not heal normally, being fully recovered after 8 hours of uninterrupted rest.

Unless otherwise stated, mutations with duration effects last until the end of the encounter, subject to GM discretion.

d%	Mutation	Summary	Value
01	Amazing Fortitude	+10 on Fortitude saves	1
02	Amazing Reflex	+10 on Reflex saves	1
03	Amazing Will	+5 Mental Defense	1
04	Blindsense	Pinpoint (but can't "see") creatures within 30'	1
05	Chameleon Skin	+10 Subterfuge for hiding and sneaking (when naked)	1
06	Climbing Hooks	10 foot climbing speed	1
07	Double Healing	X2 healing rate	1
08	Fleet Feet	+10 foot base speed	1
09	Immunity Poison	Immune to poison	1
10	Immunity Psychic	Immune to psychic effects and mental attacks (good and bad)	1
11	Keen Ears	+10 to any test involving hearing	1
12	Keen Eyes	+10 to any test involving sight	1
13	Keen Nose	Can track by smell (+20 on tests)	1
14	Low-light Vision	Low-light vision	1
15	Padded Feet	+10 Subterfuge for sneaking	1
16	Resist Radiation	Negate 12 radiation damage per day	1
17	Swimmer	5 foot swim sped	1
18	Prehensile Tail	+5 Physical for climbing; can hold simple implements, such as a torch; cannot attack	1
19	Tentacles/Vines	1d6 tentacles; +1 each to Physical and to grapple attacks	1
20	Tremorsense	Sense movement through solid objects (ground, walls), 30 feet	1
21	Uncanny Dodge	Double DEX bonus to AC	2
22	Blindsight	Can "see" up to 10 feet, even if blinded	2
23-24	Claws	Natural melee weapon, 1d8 damage	2
25	Darkvision	Up to 60 feet	2
26	Dual Brain	+2 Mind, +2 Mental Defense	2
27	Empathy	Sense emotional states (but not thoughts) up to 30 feet	2
28-29	Fur	+2 AC; reduces cold damage by 5 per attack	2
30-31	Horns	Inflicts 2d4 damage; double damage on a charge	2
32	Leech Damage (A)	Touch target, heal 1d10 damage and take damage to your HP	2

33	Overpowering Stench	All creatures within 5’ radius suffer -2 on attacks and skill checks	2
34	Quills/Thorns	On a successful grapple attack inflict 1d6 damage	2
35	Spring Legs (A)	+10 foot base speed; +30 jump	2
36-37	Tougher	+4 HP/Level	2
38	Acidic Bite	Bite attack for 1d6 damage, plus 1d6 additional acid damage	3
39	Carapace	+6 AC; -2 DEX	3
40-41	Haste Self (A)	+30 foot base speed; +2 AC; +2 initiative; +2 melee attack rating	3
42-43	Heightened Mind	+10 Mind	3
44-45	Pincers	2 pincers, 1d6 damage, if both hit same target, rend for 2d6 more	3
46-47	Regeneration	At start of mutant’s turn, mutant heals 2 damage	3
48-49	Scales	+3 AC	3
50	Shaper (A)	Shape change for 10 minutes; does not affect gear; does not change stats, AC or HP	3
51	Telepathy (A)	Read/speak other’s minds up to 60’; mental attack required against unwilling subjects	3
52-53	Force Field (A)	Force field adds +3 AC while active; lasts for duration of combat	3
54-55	Light Warp (A)	+20 Subterfuge for hiding and sneaking for 10 minutes	4
56-57	Lightning Touch (A)	Touch attack for 2d6 + Mind bonus electrical damage	4
58	Psychic Double (A)	You’re comatose, your double is incorporeal “ghost” for 10 minutes; can use psychic abilities and interact with other incorporeal entities	4
59-60	Psychic Healing (A)	Touch to heal others for 2d6 + Mind bonus damage	4
61-62	Rage (A)	+10 STR; -5 AC for duration of fight	4
63	Dimension Slip (A)	Go ethereal for 10 minutes; can cancel at will	5
64	Extra Arm	One extra one-hand attack or shield	5
65	Levitate Self (A)	Unencumbered mutant can levitate self slowly up and down for 10 minutes	5
66-67	Poison Bite (A)	Bite attack for 1d6 damage plus save vs. DC 15 or paralyzed for duration of fight	5
68-69	Telekinesis (A)	Slowly move Mind x 25 lbs; mental attack required against unwilling targets	5
70	Time Slip (A)	Mutant disappears for 5 rounds, then reappears with an exact duplicate for 5 rounds	5
71	Wings (A)	Mutant can fly at base speed for 1 minute/hour	5
72-73	Brain Bite (A)	Mental attack; inflicts 2d4 + Mind bonus damage; range 30 feet	6
74-75	Cryogenesis (A)	Mental attack; inflicts 1d6 + Mind bonus damage; Fort save vs. DC 18 or frozen; 30 ft.	6
76	Displacement (A)	If physical attack dice roll against this mutant is odd, the attack misses	6
77	Exoskeleton	+5 AC	6
78-79	Heightened Dexterity	+10 Dexterity	6
80-81	Heightened Strength	+10 Strength	6
82	Life Leech (A)	Area mental attack; deal 1d6 + Mind bonus damage to all within 30 ft.; gain that amount as temporary HP for duration of fight	7
83-84	Bigger	Large size; +8 STR, -2 DEX; +10 foot base speed; melee weapons shift down one size	7
85-86	Energy Drain (A)	Mental touch attack to drain 1 Level/HD from target; +10 temporary HP	7
87	Leech Strength (A)	Area mental attack; leech 1d4 STR from all within 30 ft; add to your STR for combat	7
88-89	Extra Arms	1 extra two-hand attack or 1 extra 1-hand attack + shield	8
90	Light Slip (A)	Invisible for 10 minutes or until concentration is broken	8
91-92	Sonic Blast (A)	30 foot cone; inflicts 2d6 + Mind bonus sonic damage; no attack roll or save	8
93-00	Players Choice	Player’s choice of mutation—WOO HOO!!!	-

d%	Defect	Summary	Value
1-4	Distinctive Odor	Mutant can be identified by smell alone; those with Keen Nose can track the mutant from twice as far away	1
5-8	Poor Respiratory System	Mutant becomes fatigued after 5 rounds of combat (-4 on attacks, initiative & skills); requires 1 hour of rest to recover	2
9-12	Slow	-5 ft. base speed	2
13	Sensitivity to Acid	Double damage from acid	2
14	Sensitivity to Cold	Double damage from cold	2
15	Sensitivity to Electricity	Double damage from electricity	2
16	Sensitivity to Fire	Double damage from fire	2
17	Sensitivity to Poison	Double damage from poison	2
18	Sensitivity to Radiation	Double damage from radiation	2
19	Sensitivity to Sonics	Double damage from sonics	2
20-25	Reduced Mind	-5 Mind	3
26-29	Heightened Metabolism	-5 save versus poison/disease; consumes twice as much water, food & oxygen	3
30-33	Stiff Motion	Always misses the first round of combat	3
34-35	Terrible Fortitude	-10 on Fortitude saving throws	3
36-37	Terrible Reflex	-10 on Reflex saving throws	3
38-39	Terrible Will	-5 Mental Defense	3
40-43	Real Slow	-10 ft. base speed	4
44-46	Poor Dual Brain	Defective second brain; -2 initiative; -2 Mental Defense	4
47-49	Frenzy	When reduced to ½ hit points, mutant goes into a frenzy, attacking randomly	6
50-53	Fits	Mutant is overcome with involuntary fits; -2 on attack rolls, skill checks and initiative	7
54-57	Smaller	Small size; -4 STR, +2 DEX; -10 ft. base speed; melee weapons shift up one size	7
58-63	Reduced Strength	-5 Strength	7
64-67	Partial Action Only	Mutant may only make one attack each combat round	8
68-70	Weapon Incompetent	Mutant doesn't 'grok' weapons; -4 attack with non-natural weapons	8
71-76	Reduced Dexterity	-5 Dexterity	8
77-80	Fear Response	When fight is going against the party, or fighting opponents who appear tough, make a moral check or flee	9
81-83	Bleeder	All attacks that hit inflict +1 damage per die	9
84-87	Crude Hands	-4 with all hand-held items (i.e. weapons) or fine manipulation (i.e. relic repair)	10
88-90	Fragile	Double damage from kinetic weapons (not energy weapons)	10
91-92	Terrible Vision	Mutant can only see blurry shapes and outlines; -8 on attacks beyond 30 feet	12
93-94	No Arms	Mutant has no, or atrophied, arms; physical tests that normally require use of arms are at -4; can manipulate tools (but not weapons) with feet at -4	20
95-00	Player's Choice	Pick one defect of your choice. Knock yourself out!	-

Combat

Armor Class (AC) = 10 + DEX modifier + Armor bonus
Mental Defense (MD) = 10 + Mind/2 (round down) (10+HD for monsters, plus any bonus for mutations; robots immune)
Hit Points (HP) = (STR + 1d6/level) x2

Ranged Attack Bonus = DEX modifier + Level
Melee Attack Bonus = STR modifier + Level
Mental Attack Bonus = Mind modifier + Level

1.) Initiative: Roll 1d20 + DEX modifier to determine initiative order, starting with highest result. Everyone can do one thing each turn: move, attack, activate a mutation, use a relic, etc.

2) Attack Roll: Roll 1d20 + Attack Bonus ≥ target's AC; if successful, roll damage. Use MD for mental attacks.

An attack roll of '20' is a critical hit, inflicting maximum damage.

Creatures and NPCs reduced to 0 HP are dead or unconscious, at the GM's discretion. PC's reduced to 0 HP are unconscious, near death. Additional damage reduces STR directly. When STR is reduced to 0, the PC dies.

PCs may bind wounds for 1d6 HP after each battle so long as a healing kit is available. If a medkit is available, binding heals 2d6 HP. Characters naturally heal Levelx2 HP per day of rest.

3) Multiple Attacks: If the total attack bonus is 6 or higher, a second attack may be made at -5. If total attack bonus is 11 or higher, a third attack may be made at -10.

4) Dual Wield: Light melee weapons and pistols may be dual wielded. This allows one additional attack with the off-hand weapon at -2.

5) Area Attacks: Weapons with area attacks make a single attack roll against the AC of everyone within the area effect (including friends). If the attack roll exceeds AC, they take regular damage; if under AC they take ½ damage.

6) Stun Damage: Stun damage cannot kill and heals completely after a couple hours rest. A character reduced to 0 or fewer hit points by stun damage is unconscious for 1 minute for each point below 0 (minimum of 1 minute).

7) Power Cells: Most relic weapons use general purpose universal power cells. When the attack roll comes up '1', the power cell is drained (the attack does not go off) and must be replaced. Replacing a power cell requires one combat round.

Hazards

Fortitude Save = STR modifier + Physical
Reflex Save = DEX modifier + Physical

1) Falling: 1d6 per 10' fallen; Reflex save vs. DC equal to feet fallen for ½ damage; if spikes or hard debris is present, add +1 per 10' fallen (max +10 damage).

2) Poison: Fortitude save to avoid or half affect, depending on type of poison; DC depends on type of poison.

Poison Type	DC	Notes
Weak	10	1d6 STR; save for ½
Moderate	15	1d8 STR; save for ½
Strong	20	1d10 STR; save for ½
Lethal	10+HD	Save or die
Paralytic	10+HD	Save or paralyzed 1 hour

3) Extreme Heat/Cold: If lacking suitable protection make a Fortitude save vs. DC 15 (+1 for each previous check) every 10 minutes or take 1d6 STR damage.

4) Radiation: Treat as extreme Heat/Cold, but with different intervals depending on radiation intensity:

Low Intensity = Check every hour
Medium Intensity = Check every 10 minutes
High Intensity = Check every minute

If the save roll comes up '1' the character has mutated; roll d100:

01-30 = Random mutation
31-90 = Random defect
91-00 = Resist radiation mutation

Level Advancement

OmegaLite20 uses the free-form experience system. Characters gain experience not from killing things and taking their stuff, but from exploring and adventuring.

At the end of each session, the GM assigns experience to the entire party based on how the players interacted with the world, NPCs, creatures, hazards, etc. Everyone in the party gets the same amount of experience.

Nothing Happened: If the party stayed in town or hid in a cave the entire session they get 0 XP; nothing ventured, nothing gained.

Weaksauce Adventuring: The party poked around a bit, hid from everything, avoided most encounters, they get 5 XP for the session.

Standard Adventuring: The party explored, fought things, messed with relics, made contact with villagers (non-violent or otherwise) and generally caused trouble, they get 20 XP for the session.

Epic Adventuring: If the party took on a deathbot and engaged in a spectacular battle that resulted in much destruction, bloodshed and death, they get 50 XP for the session.

Note, PCs gain experience so long as they adventure, regardless of whether or not they 'succeed'.

Advancing a level requires Level x 20 XP. After advancing, reset XP to 0 (GM's discretion whether excess XP is saved or lost). For example, advancing from level 1 to level 2 requires 20 XP; from level 2 to level 3 requires 40 XP; from level 3 to level 4 requires 60 XP, and so on.

Each level advanced adds:
+1d6x2 hit points
+1 to all attack rolls
+1 to primary skills
+1 to secondary skills every even level (2, 4, 6, etc.)
+1 to STR, DEX or Mind every third level (3, 6, 9, 12, etc.)

Relics & Technology

1) Condition: When a relic is found, roll 1d6 to determine its condition:

1	Working and powered
2	Working but out of power
3-5	Broken, but can be repaired
6	Broken beyond repair

2) Repair: Repairing a broken relic requires a Mind + Tech test vs. DC 20 to get the relic in working condition. A tool kit or proper facilities are required to make a repair check. If the repair attempt fails, that character must gain a level before they can try to repair that relic again. If the repair roll is a '1', the relic is permanently broken.

3) Using Relics: It was a user-friendly future. Most relics were designed to be as intuitive and easy to use as possible (maybe this is why the Ancients blew themselves up so easily). Generally speaking, characters should be able to figure out how to use most relics with minimal fuss. For particularly complicated devices (such as reprogramming a computer), the GM should require an appropriate Tech skill check (DC 20 is a good start).

4) Breaking Relics: Whenever a character is subjected to a significant shock or stress, such as falling off a cliff or being swallowed by a giant mutant, re-roll the condition for each of his/her relics.

5) Reprogramming Robots: Robots may be reprogrammed to follow a character's orders. Doing so requires a Mind + Tech check vs. DC 20 + robot's HD. Also, the character must have an appropriate opportunity to reprogram the robot (i.e. it isn't currently attacking them) and a tool kit.

Random Relics

d%	Random Relic
01-20	Munitions
21-30	Relic Armor
31-40	Relic Gun
41-60	Grenades
61-70	Relic Melee Weapon
71-90	Drugs
91-00	Tools

Munitions

d%	Munitions
01-80	Power Cells (1d10 cells)
81-95	Flamer Fuel (1d4 canisters)
96-00	Mini Missile (1d3 missiles)

Flamer Fuel: Small metal canisters of flammable liquid used in flamers. A full tank is good for 6 shots.

Mini Missile: A self-contained single-shot fire-and-forget self-guiding disposable missile launcher (no scatter); 500 foot range; 10d6 damage; 50' blast radius.

Armor

d%	Armor	Armor Bonus
01-10	Combat Shield	+3
11-30	Flex Armor	+6
31-50	Sheath Armor	+7
51-60	Ceramic Armor	+8
61-70	Shell Armor	+9
71-80	Powered Armor	+10
81-90	Class I Force Field	+1
91-95	Class II Force Field	+2
96-00	Class III Force Field	+3

Combat Shield: Light sturdy shield made of advanced plastic, with a clear screen to see through.

Force Field: A belt mounted unit that covers the wearer in a reactive force field, providing from +1 to +3 AC bonus in addition to other armor worn. Runs for 1 hour on a standard power cell. Pulse and Torc weapons knock the field down immediately, draining the power cell, requiring several minutes to reset. Multiple force fields negate one another.

Powered Armor: Like Shell armor, but with mechanical servos that provide STR 20 and base movement speed 40'. Also comes equipped with internal communicator and low-light vision. It Runs off of an internal fusion power plant, good for years of continuous operation.

Shell Armor: Air tight armor with air filtration, providing immunity to airborne toxins and diseases.

Modifying Armor: Many mutants will not be able to wear standard relic armor (specifically *Bigger, Smaller, Wings, Extra Arm/Arms, Exoskeleton,* and *Carapace,* though possibly others such as *Quills/Thorns* and *Tentacles/Vines* at the GM's discretion). The armor must be modified to fit these mutants.

Modifying armor is a Mind + Tech check with a DC equal to 20 + Armor Bonus. Force fields do not have to be modified, they'll fit anyone. If the roll comes up '1', the armor has been ruined and cannot be salvaged. A tool kit is required.

Tools

d%	Tool	Notes
01-10	Anti-grav sled	Carries up to 20 tons
11-15	Command Ring	Bypasses robots and security
16-30	Communicators	Transmit sound, text & images; x2
31-35	Adv. Toolkit	+2 on Tech related checks
36-45	Goggles	Various modes of enhanced vision
46-50	Regen Ray	Regenerates 2d6 damage
51-60	Analyzer	Requires Tech skill to use
61-70	Solar Recharger	Recharges 1 power cell/day
71-75	Sonic Imager	See below
76-80	Life Ray	See below
81-90	Tractor Wand	Tractor beam w/ 20 STR, 30' rng
91-00	Medkit	Binds for 2d6 damage

Advanced Toolkit: An advanced form of techkit. Provides a +2 bonus to any Tech skill check that requires the use of a tool kit.

Analyzer: Requires Tech skill of 4 or higher to interpret results. Analyzes air, water, soil and biological samples, as well as illness, injury & radiation levels. 1 foot range.

Anti-grav sled: 10'x5' sled that floats 5' off the ground; carries 20 tons; must be pushed or pulled to move.

Command Ring: A ring containing security codes and a micro-transmitter, used to bypass military/security robots and security systems. A Mind + Comm test is required vs. an appropriate DC (15 for low sec, 25 for high sec); pure humans receive +2 to the test. Note, command rings do not work on Deathbots…they take orders from no one.

Communicators: Transmits and receives sound, text and images up to several miles. Usually come in pairs.

Goggles: Low-light vision, darkvision to 60', flash protection and tinting, short range magnification and long range telescopic vision.

Life Ray: A miraculous pistol-like device that can sometimes restore the dead to life. It has a base chance of 50% to restore someone to life, provided they've been dead no more than 24 hours. If the body has not taken extensive physical damage (such as death from poisoning or asphyxiation), the chance is 75%. If death was messy (such as a flamethrower or grenade), the chance is only 25%. If there's nothing left to be brought back (i.e. blown to bits or disintegrated), the chance is 0%. Each use drains a power cell.

Medkit: Can bind wounds after each combat for 2d6 damage. On a roll of 2 or 12 (double '1's or double '6's), the medkit runs out of supplies.

Regen Ray: Another miraculous pistol shaped device, similar to a Life Ray, which regenerates damaged cells, with a range of 10 feet. Each use heals 2d6 damage, regrowing lost body parts, setting broken bones and repairing radiation damage. Whenever double 1's or 6's are rolled the power cell has been depleted and must be replaced.

Sonic Imager: 1'x1' tile, slightly flexible, that displays the internal structure of objects. Can display a rough outline of rooms through walls or the inner workings of machines.

Tractor Wand: A tractor beam that lifts and moves objects, with a base STR of 20 and a range of 30'. Reflex save (DC 20) to avoid the initial grab; after that it's strength against strength.

Relic Guns

d%	Gun	Damage	Range	Notes
01-10	Blaster Pistol	4d6	30’	
11-20	Blaster Rifle	6d6	60’	
21-30	Auto Pistol	2d6	30’	
31-40	Assault Rifle	3d6	60’	
41-50	Laser Pistol	3d6	60’	
51-60	Laser Rifle	4d6	120’	
61-65	Flamer	4d6	30’ Cone	If attack roll ≥ AC, normal damage; if attack roll < AC, ½ damage; 6 shots
66-70	Sonic Pistol	2d6	30’ Cone	Sonic damage; hits automatically (roll to see if power cell dies)
71-75	Sonic Rifle	3d6	30’ Cone	Sonic damage; hits automatically (roll to see if power cell dies)
76-80	Stun Pistol	3d6	30’	Stun damage; negated by force fields; no effect on robots or plants
81-85	Stun Rifle	4d6	60’	Stun damage; negated by force fields; no effect on robots or plants
86-88	Black Ray Pistol	4d6	30’	Negated by force fields; Fortitude save DC 18 or die
89-91	Black Ray Rifle	6d6	60’	Negated by force fields; Fortitude save DC 22 or die
92-94	Torc Rifle	3d6	60’	Negated by force fields; Fortitude save DC 16 or be disintegrated
95-97	Pulse Pistol	4d6	30’	Only effects robots and machines; causes force fields to collapse
98-00	Pulse Rifle	6d6	60’	Only effects robots and machines; causes force fields to collapse

Grenades

d%	Grenades (#)	Damage	Radius	Notes
01-40	Frag (1d8)	4d6	30’	
41-70	Blaster (1d4)	6d6	20’	
71-80	Stun (1d6)	3d6	20’	Stun damage; blocked by force fields; no effect on robots or plants
81-90	Pulse (1d4)	6d6	20’	Only effects robots and machines; causes force fields to collapse
91-95	Black Blast (1d3)	4d6	10’	Negated by force fields; Fortitude save DC 18 or die
96-00	Torc (1d3)	3d6	10’	Negated by force fields; Fortitude save DC 16 or be disintegrated

Relic Melee Weapon

d%	Melee Weapon	Damage	Notes
01-40	Vibro blade	3d6	Medium melee; a force field shaped like sword; blocked by force fields
41-70	Energy Mace	4d6	Two-hand melee
71-90	Stun Whip	2d6	Stun damage; negated by force fields; no effect on robots or plants; medium melee
91-00	Laser Sword	3d6	Light melee; you don’t have to call it a ‘laser sword’ ;)

Drugs

d%	Drugs (doses)	Notes
01-30	Stimpack (1d6)	Heals 3d6 damage (not disintegration or drain from using mutations)
31-40	Alertness Booster (1d6)	+5 initiative, spot, listen, search
41-50	Anti-Rad Serum (1d4)	Cures 5 radiation damage per use; +10 save vs. radiation if taken before exposure
51-60	Anti-toxin (1d12)	+10 save vs. poison; if already poisoned, allows another immediate save at +10
61-70	Haste Inhaler (1d4)	Grants +1 attack, +2 AC, +5 initiative and doubles base speed; lasts 1 minute
71-75	Muscle Booster (1d6)	+4 Strength for 1 hour
76-80	Brain Booster (1d6)	+4 Mind for 1 hour
81-90	Restoration Fluid (1d10)	Each dose heals 1d6 ability damage
91-95	Immune Booster (1d8)	+10 save vs. disease; if already diseased, allows another immediate save at +10
96-00	Sustenance Pill (d100)	1 day’s nutrition in a pill

Monsters

Any number of monsters from D&D, such as giant animals and insects, readily serve as Omega monsters as well. You can use some of them, such as many of the humanoids, as stock races to which you can add mutations and defects. What follows are monsters unique to Omega.

1) Skills: All creatures have a skill bonus equal to their Hit Dice. If the creature is intelligent, add +3 to one skill. These may be modified by the GM as logic dictates.

2) Create Your Own: Assign Hit Dice (d8 for most things, d12 for large creatures). Attack bonus and skill level equals the number of Hit Dice. Add +3 to one skill if intelligent; add stat bonuses to suit.

Monster	Hit Dice	A.C.	Attack/Notes
Android, Thinker	2d8+2 (11 hp)	15	Vibroblade +2 (3d6+1) or Blaster Pistol +2 (4d6); +3 Tech
Android, Warrior	4d8+16 (34 hp)	19	Vibroblade +7 (3d6+6) or Blaster Rifle +2 (6d6); +3 Subterfuge
Android, Worker	3d8+15 (28 hp)	15	Knife +6 (1d6+4) or Laser Pistol +3 (3d6); +3 Physical
Ark	4d8+12 (30 hp)	16	Large club +4 (1d10+4); Leech Life; Telekinesis; Control Weather
Badder	2d8+6 (15 hp)	19	Claws +6 (1d4+3) or Crossbow +5 (1d8)
Blaash	2d8+2 (11 hp)	13	Radiation hazard, check every round; immune to radiation
Hisser	6d8+12 (39 hp	15	Bite +9 (2d4+6); Sonic Blast (2d6+2); telepathy; immune to sonic & lasers
Hoop	3d8+3 (16 hp)	13	Sword +3 (1d8+1); Crossbow +3 (1d8); touch transforms metal to rubber
Hopper	3d8+9 (20 hp)	11	Kick +6 (1d6+4); can carry a human rider; STR +Phys DC 15 to stay on
Latterbug	7d8+56 (87 hp)	17	Bite +10 (1d8+9); sensitive to cold (x2 dmg); haste self (5 rounds)
Orlen	3d8 (13 hp)	13	2 giant weapons +4 (2d6+6); telekinesis, telepathy, dual brain
Podog	6d8+19 (46 hp)	13	Bite +8 (2d4+7); sonic mimicry; can carry a human as a battle mount
Sep	7d8+7 (38 hp)	15	Bite +8 (2d4+6); move = burrow 40 ft.; tremorsense 300 feet
Spider Bot	3d12 (19 hp)	15	Blaster eye +3 (4d6); darkvision 60'; low-light vision
Stalker Bot	20d12 (120 hp)	23	Blaster +13/+8/+3 (8d6); darkvision 60'; low-light vision; Class III force field
Deathbot	80d12 (600 hp)	26	Multiple attacks; darkvision 1000'; low-light vision; class X force field
Vendor Bot	3d8 (15 hp)	13	No attacks; 25% of attracting nearby monsters each minute

Ark: 10' tall mutant dog-people who relish the taste of human hands. Will only use relics if working with others who show them how they work.

Badder: Mutated humanoid badgers with poor disposition. Live in feudal societies centered around their burrows, some of which are in Ancient ruins. It is possible to trade with them if you show enough force and aren't easily intimidated.

Blaash: A big moth whose abdomen glows with radiation. All within 30' radius must make radiation checks each round.

Deathbot: A giant robot bristling with weapons. Some roll on massive treads, some fly. Fires 10 points worth of weapons each round which hit automatically; Reflex save vs. DC 20 allowed for ½ damage; include force field armor bonus to save roll. Also launches 1d6 mini missiles each round.

Weapon	Cost	Damage	Notes
Blaster Cannon	2	15d6	
Black Ray Can.	6	15d6	Fort save DC 30 or die
Hvy Torc Guns	8	8d6	Fort save DC 26 or disintegrate
Pulse Cannon	2	15d6	Force fields & robots only

Hisser: 10' long mutant snake-men. Many are equipped with relics (not shown in stats). They often search ruins for relics. Hisser colonies are run by a matriarch, the only female. Hissers rely on telepathy for communication.

Hoop: 7' tall intelligent mutant rabbit.

Latterbug: 10' giant round beetle that fly about somewhat slowly.

Orlen: 7' mutant humanoids with two heads and four arms. They will use relics when available. They will barter peacefully and treat honestly with travelers. Some have an additional random mutation.

Podog: A mutated dog big enough to carry a human. 1% have dual brains and telepathy, making superior mounts. If hit by sonic attack, it may copy the attack and send it back towards the original source.

Sep: Mutant 'land-shark' that 'swims' through the soil. Will lunge out the ground, take a bite, and dive back in again.

Spider Bot: Utility bots that look like black round balls with articulated spider-like legs; can produce a thin manipulator arm with a vice grip hand.

Stalker Bot: Hunt down enemies/fugitives or patrols important installations. Capable of powering down and remaining in stasis for indefinite periods of time.

Vendor Bot: Mobile vending machines with bright, flashing holographic signs and loudspeakers extolling the virtues of bygone products, creating a racket that may attract nearby monsters. If attacked it sounds a piercing alarm which will attract any monsters or security robots in the vicinity.

Campaigns

One way to begin of a game of OmegaLite20 is to start off the party in their home village and then have them move out and explore the wasteland, in a sandbox hex-crawl style campaign. The party knows the hex their village occupies and is familiar with the surrounding terrain (each adjacent hex), but the rest of the world is completely unknown to them.

The GM then fills in the blanks as the party moves and explores, using random rolls to determine what, if anything, is in each hex. The world can be pre-made by the GM, only revealing terrain as players enter a hex, or the map can be generated through random dice rolls as the party progresses. The resulting hodge-podge terrain could be explained by the massive cataclysm that shook the world during the apocalypse.

Alternatively, the GM can run a more straight forward campaign with an overarching plot, story elements, returning villains, etc. The theme of such campaigns are numerous, including fighting a great evil (such as preparing for the imminent arrival of a Deathbot), rebuilding civilization (perhaps all the party members are pure humans from a recently opened vault or bunker), forging an empire (the PCs start off working for a regional warlord and gradually work their way up the chain of command, until they get to the top), preserving ancient knowledge (retrieving relics and documents, then protecting them from raiders) or working to advance the aims of an organization or relic cult (such as members of a genocidal mutant group, striving to wipe out all remaining pure humans).

Optional Rules

Following are optional rules for your consideration.

1) No Critical Hits: Since the GM rolls attack dice more often than the players do, critical hit rules tend to favor the GM. You may want to consider playing without them, in which case a natural 20 only guarantees a sure hit, regardless of the target's AC.

2) Currency: The world of Omega has no minted currency, being primarily a barter economy. However, players do often like the heft and clink of gold coins in their character's purses, so if you want to add currency to your game, go ahead. Use standard M20 money conversion and prices for primitive items. Working relics are simply too valuable to part with, and so will almost never be available for sale-- unless it's a player doing the selling, in which case finding a buyer with enough gold might be a problem. However, broken relics may be available for sale, which the players can then try to repair. Even broken relics will fetch hundreds, or even thousands, of gold pieces. Figure that 100 coins equal 1 item for encumbrance purposes.

3) Cryptic Alliances: You may want to use the traditional cryptic alliances in your campaign:

Alliance	Description
Archivists	Venerate relics as holy objects, collecting them and displaying them on pedestals.
Brotherhood of Thought	Attempt to spread the goals of equality, self-determination, diversity, freedom and respect for sentient life.
Created	Androids working to create a perfect world for androids. No one else need apply.
Followers of the Voice	The voice of God speaks through computers, and as such computers are to be venerated and obeyed.
Friends of Entropy	Chaos, death, destruction…it's all going to end someday anyways, so why not have some fun? Enemy of just about everyone.
Healers	Committed to mending body, mind and spirit.
Iron Society	Mutant humans who believe they are the next step in evolution; pure strains need to get out of the way…permanently.
Knights of Genetic Purity	Pure humans who want to purify the gene pool by wiping out mutant humans.
Radioactivists	Worships radiation, believing God remade the world through the apocalypse.
Ranks of the Fit	A mutated bear, styling himself as Napolean, has created a fearsome army to conquer the world. All are welcome, but mutant animals possess all the authority.
Restorationsits	Collect and restore relics, attempting to rebuild the old world, shooting anyone who gets in the way.
Seekers	Relics come from an age of sin, poisoning the world, and are to be destroyed. Seekers still use relics, but only to advance their cause.
Zoopremacists	A bunch of mutated animals who believe everyone else is no better than a slave…or dinner.

4) Casting Spells: If you want to run a really gonzo campaign, you can let characters learn how to cast spells. This can either be a science-fantasy hybrid campaign, or you can think of spell casting as being a highly advanced long-lost science which, to the uninitiated, appears to be 'magic.'

Learning a spell, either Arcane or Divine, requires a Mind modifier + skill rank test vs. DC 20 + Spell Level. If the test fails, the PC must gain another level before attempting to learn that spell again.

Arcane spells use the Knowledge skill.
Divine spells use the Communication skill.

A character may attempt to learn a spell of any level and may learn a maximum number of spell levels equal to their Mind score plus their level (i.e. a level 5 character with Mind 18

could learn a maximum of 23 levels of spells, Arcane and Divine combined). Spells are acquired from ancient writings in books, scrolls or on/in monuments or from willing teachers. A known spell may be 'dropped' in order to open up slots to learn a new spell.

Casting spells drains hit points equal to 1 + Spell Levelx2. These hit points cannot be healed normally, rather being regained after 8 hours of uninterrupted rest (similar to using activated mutations). Explorers do not get signature spells.

Spell Level	1	2	3	4	5	6	7	8	9
HP Cost	3	5	7	9	11	13	15	17	19

Difficulty class for all spells is 10 + skill rank + Mind modifier.

5) Relic Vehicles**:** Relic vehicles are problematic to a campaign because once the party can fly about in an air car at hundreds of miles per hour, the wasteland loses a big part of its mystery and danger. Therefore, GM's are strongly encouraged to allow relic vehicles only for special, one-off purposes, such as to whisk the party away to an exotic, far-off adventure location, and then return them when the adventure is complete. Upon returning, the vehicle's fuel cells are depleted, it breaks down or is returned to its owner. If GM's do allow PCs to obtain air cars, jet cycles and shuttles, they should be expensive and time-consuming relics to maintain.

6) Crusader Armor: This is a suit of really badass power armor, which you may not want to let players get their hands on, or perhaps only let them use for special one-off encounters.

As powered armor, but with the following: AC Bonus +12; built in Class III force field (for an additional AC bonus of +3); a laser pistol in each forefinger (runs off suit power, counts as dual wield); grenade launcher with up to 20 grenades (determine type randomly), launcher has 50 ft. range increments; built in relic goggles; flight (100 ft.); a mini missile launcher on the right arm with up to 10 mini missiles; and a built-in stimpack dispenser (can use as a free action once per round, holds up to 6 stimpacks). Runs on an internal fusion power supply good for years of continuous use.

7) Alternative Torc Damage: Torc weapons require a saving throw to avoid being disintegrated (i.e. instantly killed). As an alternative, disintegration damage can only be healed via regeneration (either the mutation or a relic with regenerative healing, such as a Regen Ray). Binding wounds, resting and using stimpacks will not restore disintegration damage. Note, however, that this alternate rule has a bigger impact on PCs than it does on NPCs.

8) Alternative Black Ray Damage: Black ray weapons require living beings to make a save or die instantly (the good ol' death ray). As an alternative, a failed save drains one experience level or Hit Die from the target. Targets reduced to 0 levels/HD die. Again, this impacts PCs more than NPCs, but for high level PCs it's better than instant death. Rumors that those drained to 0 level by black ray weapons rising up as some sort of 'undead' are, of course, completely unfounded. You can't believe everything you hear.

9) Critical Hit Alternative: Borrowing an idea from David Bezio's *X-plorers* sci-fi RPG, when a PC is reduced to 0 HP, instead of going unconscious and deducting additional damage from STR, roll on the following chart. Roll each time the character takes additional damage while at 0 HP.

Roll 1d20 + STR modifier; subtract 5 (cumulative) for each additional roll on the chart during the battle.

Roll	**Result**
4 or less	BOOM, head shot! Character dies instantly
5-8	Bleeder! Character will die in 1d6 rounds
9-11	Lost limb! One random appendage blown or hacked off
12-15	Knocked unconscious for 1d6x10 minutes
16-19	No effect
20+	Second wind! Character gains 1d6x2 hit points. At the end of the combat hit points are reduced to 0 and the character looses consciousness for 1d6x10 minutes

10) Alternative Mutations and Defects: If you prefer, you can use Darth Cestual's Microlite20 Mutations instead of the mutations presented herein. Though his mutations are also based on *Omega World*, Darth Cestual added several mutations and defects of his own, and they are a little more rules-lite than the OmegaLite20 mutations.

Acknowledgements

OmegaLite20 is a conversion of Jonathan Tweet's *Omega World,* published in Dungeon #94/Polyhedron #153 (available in PDF format at Paizo.com for about $5.00, well worth the money if you like post-apocalyptic RPGs), with numerous tweeks and changes to lighten and/or condense the rules M20 style. *Omega World* is based on the original *Gamma World* by Jim Ward and Gary Jaquet. No claim of ownership is made on Gamma World, Omega World or Microlite20. This is a work of fan fiction, believed to reside within fair use.

In addition, I referenced Darth Cestual's *Microlite20 Mutations* for guidance when I was stuck on how to condense particular mutations and defects. I also drew inspiration and ideas from numerous other places, including various OD&D blogs and the aforementioned David Bezio's *X-plorers* RPG, a good 'old school' style sci-fi RPG (there's also a free trial PDF version available at http://greyarea.webs.com/downloads/X-Free.pdf).

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